

*Lecture 1:*  
Overview of  
Fortran 90

## **Fortran Evolution**

### History:

- FORMula TRANslation.
- first compiler: 1957.
- first official standard 1972: 'Fortran 66'.
- updated in 1980 to Fortran 77.
- updated further in 1991 to Fortran 90.
- next upgrade due in 1996 - remove obsolescent features, correct mistakes and add limited basket of new facilities such as `ELEMENTAL` and `PURE` user-defined procedures and the `FORALL` statement.
- Fortran is now an ISO/IEC and ANSI standard.

## **Design Goals**

A compromise between:

- ☐ Fortran 77 as a subset;
- ☐ efficiency;
- ☐ portability;
- ☐ regularity;
- ☐ ease of use;

## **Drawbacks of Fortran 77**

Fortran 77 was limited in the following areas,

1. awkward 'punched card' or 'fixed form' source format;
2. inability to represent intrinsically parallel operations;
3. lack of dynamic storage;
4. non-portability;
5. no user-defined data types;
6. lack of explicit recursion;
7. reliance on unsafe storage and sequence association features.

## **Fortran 90 New features**

Fortran 90 supports,

1. free source form;
2. array syntax and many more (array) intrinsics;
3. dynamic storage and pointers;
4. portable data types (KINDs);
5. derived data types and operators;
6. recursion;
7. MODULES
  - procedure interfaces;
  - enhanced control structures;
  - user defined generic procedures;
  - enhanced I/O.

## Source Form

Free source form:

- ☐ 132 characters per line;
- ☐ extended character set;
- ☐ '!' comment initiator;
- ☐ '&' line continuation character;
- ☐ ';' statement separator;
- ☐ significant blanks.

## New Style Declarations and Attributing

Can state IMPLICIT NONE meaning that variables must be declared.

Syntax

$\langle type \rangle$  [,  $\langle attribute\text{-}list \rangle$ ] [::]&  
                   $\langle variable\text{-}list \rangle$  [ =  $\langle value \rangle$  ]

There are no new data types. (If  $\langle attribute\text{-}list \rangle$  or  $=\langle value \rangle$  are present then so must be ::.)

The following are all valid declarations,

```
SUBROUTINE Sub(x,i,j)
  IMPLICIT NONE
  REAL, INTENT(IN) :: x
  LOGICAL, POINTER :: ptr
  REAL, DIMENSION(10,10) :: y, z(10)
  CHARACTER(LEN=*), PARAMETER :: 'Maud''dib'
  INTEGER, TARGET :: k = 4
```

The DIMENSION attribute declares a 10 × 10 array, this can be overridden as with z.

## New Control Constructs

- IF construct names for clarity (new relational and logical operators too),

```
zob: IF (A > 0) THEN
    ...
    ELSEIF (A == -1) THEN zob
    ...
    ELSE zob
chum: IF (c == 0 .EQV. B >= 0) THEN
    ...
    ENDIF chum
    ...
    ENDIF zob
```

- SELECT CASE for integer and character expressions,

```
SELECT CASE (case_expr)
CASE(1,3,5)
    ...
CASE(2,4,6)
    ...
CASE(7:10)
    ...
CASE(11:)
    ...
CASE DEFAULT
    ...
END SELECT
```



## New Control Constructs

- DO names, END DO terminators, EXIT and CYCLE,

```
outa: DO i = 1,n
  inna: DO j = 1,m
    ...
    IF (X == 0) EXIT
    ...
    IF (X < 0) EXIT outa
    ...
    IF (X > 10) CYCLE inna
    ...
    IF (X > 100) CYCLE outa
    ...
  END DO inna
END DO outa
```

- DO WHILE but this superseded by EXIT clause.

## New Procedure Features

- internal procedures,

```
SUBROUTINE Subby(a,b,c)
  IMPLICIT NONE
  ...
  CALL Inty(a,c)
  ...
CONTAINS
  SUBROUTINE Inty(x,y)
  ...
  END SUBROUTINE Inty
END SUBROUTINE Subby
```

- INTENT attribute specify how variables are to be used,

```
INTEGER FUNCTION Schmunction(a,b,rc)
  IMPLICIT NONE ! New too
  REAL, INTENT(IN) :: a
  REAL, INTENT(INOUT) :: b
  INTEGER, INTENT(OUT) :: rc
  ...
END FUNCTION Schmunction ! New END
```

## New Procedure Features

- OPTIONAL and keyword arguments,

```
SUBROUTINE Schmubroutine(scale,x,y)
  IMPLICIT NONE ! Use it
  REAL, INTENT(IN) :: x,y ! New format
  REAL, INTENT(IN), OPTIONAL :: scale
  REAL :: actual_scale
  actual_scale = 1.0
  IF (PRESENT(scale)) actual_scale = scale
  CALL Plot_line(x,y,actual_scale)
END SUBROUTINE Schmubroutine ! Neater
```

called as

```
CALL Schmubroutine(x=1.0,y=2.0)
CALL Schmubroutine(10.0,1.0,2.0)
```

- Explicit recursion is permitted,

```
RECURSIVE SUBROUTINE Factorial(N, Result)
  IMPLICIT NONE
  INTEGER, INTENT(IN)      :: N
  INTEGER, INTENT(INOUT) :: Result
  IF (N > 0) THEN
    CALL Factorial(N-1,Result)
    Result = Result * N
  ELSE
    Result = 1
  END IF
END SUBROUTINE Factorial
```

## EXTERNAL Procedure Interfaces

- INTERFACE blocks,

```
INTERFACE
  SUBROUTINE Schmubroutine(scale,x,y)
    REAL, INTENT(IN) :: x, y
    REAL, INTENT(IN), OPTIONAL :: scale
  END SUBROUTINE Schmubroutine
END INTERFACE
```

these are mandatory for EXTERNAL procedures with,

- ◇ optional and keyword arguments;
- ◇ pointer and target arguments;
- ◇ new style array arguments;
- ◇ array or pointer valued procedures.

## New Array Facilities

- arrays as objects,

```
REAL, DIMENSION(10,10) :: A, B
REAL, ALLOCATABLE(:, :) :: C
REAL :: x = 1.0 ! new
A = 10.0 ! scalar conformance
B = A      ! shape conformance
```

- elemental operations,

```
B = x*A + B*B
```

- sectioning,

```
PRINT*, A(2:4,2:6:2)
B(:,10:1:-1) = A(:, :)
```

- array valued intrinsics,

```
B = SIN(A)
B(:,4) = ABS(A(:,5))
```

- masked assignment,

```
WHERE (A > 0.0) B = B/A
```

## Program Packaging — Modules

- the `MODULE` program unit may contain
  - ◇ definitions of user types,
  - ◇ declarations of constants,
  - ◇ declaration of variables (possibly with initialisation),
  - ◇ accessibility statements,
  - ◇ definition of procedures,
  - ◇ definition of interfaces for external procedures,
  - ◇ declarations of generic procedure names and operator symbols,

the above provides basis of object oriented technology.

- the `USE` statement,
  - ◇ names the particular `MODULE`,
  - ◇ imports the public objects,
- provides global storage without `COMMON`,

## Stack Example

```
MODULE stack
  IMPLICIT NONE
  PRIVATE
  INTEGER, PARAMETER :: stack_size = 100
  INTEGER, SAVE :: store(stack_size), pos = 0
  PUBLIC push, pop
CONTAINS
  SUBROUTINE push(i)
    INTEGER, INTENT(IN) :: i
    IF (pos < stack_size) THEN
      pos = pos + 1; store(pos) = i
    ELSE
      STOP 'Stack Full error'
    END IF
  END SUBROUTINE push
  SUBROUTINE pop(i)
    INTEGER, INTENT(OUT) :: i
    IF (pos > 0) THEN
      i = store(pos); pos = pos - 1
    ELSE
      STOP 'Stack Empty error'
    END IF
  END SUBROUTINE pop
END MODULE stack
```

## Rational Arithmetic Example

```
MODULE RATIONAL_ARITHMETIC
  TYPE RATNUM
    INTEGER :: num, den
  END TYPE RATNUM
  INTERFACE OPERATOR(*)
    MODULE PROCEDURE rat_rat, int_rat, rat_int
  END INTERFACE
  PRIVATE :: rat_rat, int_rat, rat_int
  CONTAINS
    TYPE(RATNUM) FUNCTION rat_rat(l,r)
      TYPE(RATNUM), INTENT(IN) :: l,r
      rat_rat%num = l%num * r%num
      rat_rat%den = l%den * r%den
    END FUNCTION rat_rat
    TYPE(RATNUM) FUNCTION int_rat(l,r)
      INTEGER, INTENT(IN) :: l
      TYPE(RATNUM), INTENT(IN) :: r
      ...
    END FUNCTION int_rat
    FUNCTION rat_int(l,r)
      ...
    END FUNCTION rat_int
  END MODULE RATIONAL_ARITHMETIC
PROGRAM Main;
  USE RATIONAL_ARITHMETIC
  INTEGER :: i = 32
  TYPE(RATNUM) :: a,b,c
  a = RATNUM(1,16); b = 2*a; c = 3*b
  b = a*i*b*c; PRINT*, b
END PROGRAM Main
```



## User Defined Entities

### □ Define Type

```
TYPE person
  CHARACTER(LEN=20) :: name
  INTEGER :: age
  REAL :: height
END TYPE person
TYPE couple
  TYPE(person) :: he, she
END TYPE couple
```

### □ Declare structure

```
TYPE(person) :: him, her
TYPE(couple) :: joneses
```

### □ Component selection

```
him%age, her%name, joneses%he%height
```

### □ Structure constructor

```
him = person('Jones', 45, 5.8)
them = couple(person(...),person(...))
```

## Operators and Generics

- Overloaded operators and assignment

```
INTERFACE OPERATOR (+)
... ! what + means in this context
END INTERFACE ! OPERATOR (+)
INTERFACE ASSIGNMENT (=)
... ! what = means in this context
END INTERFACE ! ASSIGNMENT (=)
...
joneses = him+her
```

- Defined operators

```
INTERFACE OPERATOR (.YOUNGER.)
... ! what .YOUNGER. means
END INTERFACE ! OPERATOR (.YOUNGER.)
...
IF (him.YOUNGER.her) ...
```

- Generic interfaces (intrinsic and user defined),

```
INTERFACE LLT
... ! what LLT means in this context
END INTERFACE ! LLT
INTERFACE My_Generic
... ! what My_Generic means in this context
END INTERFACE ! My_Generic
...
IF (LLT(him,her)) ...
```

## Pointers

- Objects declared with the `POINTER` attribute

```
REAL, DIMENSION(:, :), POINTER :: pra, prb
```

`pra` is a descriptor for a 2D array of reals,

- objects to be referenced must have `TARGET` attribute,

```
REAL, DIMENSION(-10:10,-10:10), TARGET :: a
```

- a pointer is associated with memory by allocation,

```
ALLOCATE(prb(0:n,0:2*n*n),STAT=ierr)
```

- pointer assignment,

```
pra => a(-k:k,-j:j)
```

`{\tt pra}` is now an alias for part of `{\tt a}`.

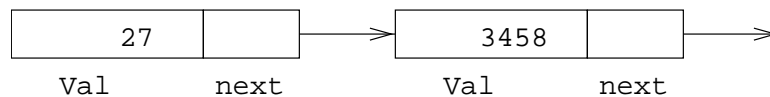
- pointers are automatically dereferenced, in expressions they reference the value(s) stored in the current target,

```
pra(15:25,5:15) = pra(10:20,0:10) + 1.0
```

## Pointers and Recursive Data Structures

- Derived types which include pointer components provide support for recursive data structures such as linked lists.

```
TYPE CELL
  INTEGER :: val
  TYPE (CELL), POINTER :: next
END TYPE CELL
```



- Assignment between structures containing pointer components is subtly different from normal,

```
TYPE(CELL) :: A
TYPE(CELL), TARGET :: B
A = B
```

is equivalent to:

```
A%val = B%val
A%next => B%next
```

## Parameterised Data Types

- Intrinsic types can be parameterised to select accuracy and range of the representation,
- for example,

```
INTEGER(KIND=2) :: i
INTEGER(KIND=k) :: j
REAL(KIND=1) :: x
```

where *k* and *m* are default integer constant expressions and are called kind values,

- can have constants

```
24_2, 207_k, 1.08_1
```

- `SELECTED_INT_KIND`, `SELECTED_REAL_KIND` can be parameterised and return kind value of appropriate representation. This gives portable data types.

```
INTEGER, PARAMETER :: k = SELECTED_INT_KIND(2)
INTEGER, PARAMETER :: l = SELECTED_REAL_KIND(10,68)
```

- a generic intrinsic function `KIND(object)` returns the kind value of the object representation:
  - ◇ `KIND(0.0)` is kind value of default `REAL`.
  - ◇ `KIND(0_k)` is *k*.

## New I/O Features

- normal Fortran I/O always advances to the next record for any READ or WRITE statement,
- Fortran 90 supports non-advancing form of I/O added,

`WRITE(...,ADVANCE='NO',...)` a

appends output characters to the current record and

`READ(...,ADVANCE='NO',...)` a

reads from the next available character in a file

`READ(...,ADVANCE='NO',EOR=99,SIZE=nch)` a

detects end of record and `nch` will contain the number of characters actually read.

## **Advantages of Additions**

Fortran 90 is:

- ☐ more natural;
- ☐ greater flexibility;
- ☐ enhanced safety;
- ☐ parallel execution;
- ☐ separate compilation;
- ☐ greater portability;

but is

- ☐ larger;
- ☐ more complex;

## **Language Obsolescence**

Fortran 90 has a number of features marked as obsolescent, this means,

- they are already redundant in Fortran 77;
- better methods of programming already existed in the Fortran 77 standard;
- programmers should stop using them;
- the standards committee's intention is that many of these features will be removed from the next revision of the language, Fortran 95;



## **Obsolescent Features**

The following features are labelled as obsolescent and will be removed from the next revision of Fortran, Fortran 95,

- ☐ the arithmetic IF statement;
- ☐ ASSIGN statement;
- ☐ ASSIGNED GOTO statements;
- ☐ ASSIGNED FORMAT statements;
- ☐ Hollerith format strings;
- ☐ the PAUSE statement;
- ☐ REAL and DOUBLE PRECISION DO-loop control expressions and index variables;
- ☐ shared DO-loop termination;
- ☐ alternate RETURN;
- ☐ branching to an ENDIF from outside the IF block;

## **Undesirable Features**

- ❑ fixed source form layout - use free form;
- ❑ implicit declaration of variables - use `IMPLICIT NONE`;
- ❑ `COMMON` blocks - use `MODULE`;
- ❑ assumed size arrays - use assumed shape;
- ❑ `EQUIVALENCE` statements;
- ❑ `ENTRY` statements;
- ❑ the computed `GOTO` statement - use `IF` statement;